



Changes to the UML:

- The Customer class has been removed since it wasn't needed for coding.
- Some of variable/method names were changed to make it more consistent with the code and the length shortened.
- Some methods were added to each class to add functionality and some were removed because they weren't needed.
- A new Offer class was added to offer the events.
- An enum was created for the event types
- The movie and PPV classes were combined into one class called the Event class since they are almost identical.
- The add() was removed from each class because it wasn't worth it to use it as it would have only saved me a few lines of code so the add operation was performed in the Main class.
- Variables/methods removed from the Demographic class: streamServiceObj, customerObj, customersPerDemoList, moviePiadCost, ppvPaidCost, movieWatched, ppvWatched, moviesWatchedList, ppvWatchedList, addDemoInfo(), updateDemoInfo(), getDemoInfo(), selectStreamViewMovies(), selectStreamViewPPVEvents(), payForMovie(), payForPPV(), watchMovie(), watchPPV(), getCostsPerDemoCurrentMonth(), getCostsPerDemoPrevMonth(), getCostsPerDemoTotal()
- Variables/methods removed from the Publisher class: addPublisher(), getPublisherInfo(), updatePublisherInfo(), getCostsPerPublisherCurrentMonth(), getCostsPerPublisherPrevMonth(), getCostsPerPublisherTotal()
- Variables/methods removed from the StreamingService class: hasSubscription, customerObj, movieEventObj, ppvEventObj, publisherObj, demographicObj, isMovieAvailable, isPPVAvailable, totalMoneyCollected, ppvPrice, licensingMoviePPVFee, streamServiceList, moviesPerStream, ppvEventsPerStream, updateStreamServiceInfo(), getStreamingServiceInfo(), getAvailableStreamServices(), publishMoviesDirectory(), publishPPVDirectory(), updateTotalMoneyCollected(), isCustomerSubscribed(), getCostsPerStreamCurrentMonth(), getCostsPerStreamPrevMonth(), getCostsPerStreamTotal()